

On Liberty

MARINES

Soar Today, Sore Tomorrow

First-time Snowboarders Brave Sunny, Icy Slopes on Single Marine Program Trip

Story and photos by Lance Cpl. Dorian Gardner, MCRD SAN DIEGO



▲ Lance Cpl. Dallas Duncatell gives an enthusiastic shout as he, Sgt. David Walters and Cpl. David Kusinitz catch a lift to the top. The SMP is managed by Marine Corps Community Services. Each major Marine Corps installation has an established SMP council composed of unit representatives from throughout the command. To find out how you can get involved with the SMP visit the MCCS Web site at www.usmc-mccs.org.

A group of Marines from the Single Marine Program here played hooky Jan. 28 and set out for a long weekend of skiing and snowboarding in the mountains of Big Bear Lake, Calif.

Packed and ready, the 14 Marines and program coordinator Britney O'Connor left the depot in two vans headed 140 miles northeast.

The group hit the slopes early Saturday morning and found they were not the only Marines in the neighborhood. Forty Marines from Marine Corps Base Camp Pendleton, Calif., and 20 others from Marine Corps Air Station Yuma, Ariz., were also



◀ Sgt. David Walter catches air coming down the mountain. Being new to snowboarding, he soon discovered he wasn't quite ready for the big air and cratered when he landed.

enjoying the slopes. The toasty weather made it hard for skiers and snowboarders to keep on their jackets, but the hard-packed snow made the jackets nice for padding.

It was the first time many of the Marines had snowboarded, and the veteran boarders knew that the first day is the longest. Falling,

and falling hard, became routine for many first-timers, including Cpl. Hamlet Tavares. "I fall gracefully," said Tavares, a depot armorer, after picking himself up.

Despite the falls, the trip was amazing, said Tavares. "The Marines who were supposed to go out and didn't, definitely missed out."

"Snowboarding was really fun, but now that I'm back, I'm just really sore," said Lance Cpl. Roger L. Talbot, Headquarters Company.

Some younger Marines said this trip would have been impossible for them because of prices, but O'Connor managed to get lift tickets, transportation, and lodging for \$80,

with a huge discount and extended time on rental equipment. Marines with their own equipment paid \$65.

"Prices were good compared to what we paid and the amount of time we spent up there," said Talbot. "It was well worth it." **M**





Marine Reading Program Revamped

By Sgt. La Toya T. Graddy
MARINE CORPS BASE QUANTICO, Va.



The Marine Corps Professional Reading Program got a booster shot Feb. 9 in what the Corps' top leader calls the first step toward reinvigoration of a key element of Marine professional military education.

In All Marine Message 007/05, Commandant of the Marine Corps Gen. Michael W. Hagee released the newest Professional Reading List and addressed the importance of physical and mental sharpness and the need for further education in the Corps of tomorrow.

"Warfighting excellence demands that our Marines not only maintain physical endurance and technical proficiency, but, just as importantly, they also continue to develop intellectual adaptability along with effective problem-solving skills," said Hagee.

The revised list emphasizes warfighting and is designed to instill wisdom and judgment in military leaders, in keeping with the wishes of the 29th commandant, Gen. Alfred Gray, who started the reading list and sought to promote the

pursuit of lifelong learning, said the commandant in the ALMAR.

"This represents the logical next step in the evolution of our program to perpetuate warfighting excellence into an increasingly uncertain future," Hagee said.

The revision began last November, when a panel of retired and active duty Marines came together to vet the program's required reading list.

The reading list is tied to PME and shared across the ranks. Using Gray's original list as a starting point, the small working group deleted several books that were added over the past decade. Books that were not in print or not reasonably available were also removed from the list.

"There are 112 separate books on the required reading list; 45 books on the enlisted reading list and 83 books on the officer reading list," said Col. Jeffery Bearor, Training and Education Command's chief of staff. "There are 16 books shared between the enlisted and officer lists."

Books that span rank structure and military occupational specialties offer commanders the opportunity for enlisted Marines and officers to share PME based on the reading list.

"Dialogue and discussion groups can facilitate the critical thinking skills necessary for the professional growth and creativity of Marines, regardless of rank or MOS background," said retired Maj. Gen. Donald R. Gardner, the president of Marine Corps University.

Reading books on past American wars, the three levels of war, and major battlefield functions will also help Marines gain knowledge and an understanding of war, which in turn will enhance their ability to make timely and sound judgments, said Bearor. Understanding what is read and relating it to what is learned in training will only benefit Marines in wartime.

"Today's warfare continually demands flexibility and split second decision-making skills from Marines at all levels," Gardner said. "Thus, the professional reading program

serves as a mechanism to develop the individual Marine's intellectual framework and tactical calculations."

Marine Corps University will continue to support all Marine schools' efforts in utilizing the program. Visit MCU's Web site: www.mcu.usmc.mil for more information on the reading program and the updated reading list. **M**

Tell it to Marines

If you've read a book on the Commandant's Reading List and would like to write a review of that book, we'd like to have it. Reviews must clearly state your opinion of the book, they must be 500 words or less, and they must contain all relevant book information, including title, author and publisher. A "star" rating on a scale of one to four must also be provided.

Send your reviews to:
MCNews@hqmc.usmc.mil.

Combat Flight Simulator 3: Battle for Europe (for PC)



By Staff Sgt. David L. Crockett,
HEADQUARTERS MARINE CORPS, Washington



▲ Microsoft's Combat Flight Simulator 3: Battle for Europe (for PC) offers richly detailed environments in which to fly. Realistic weather, 3-D volumetric clouds, lavishly covered landscapes and remarkable special effects provide endless eye candy.

Microsoft's Combat Flight Simulator 3 (for PC) is the closest a player can get to aerial combat without actually strapping into a war bird.

Set in the European theater during World War II, CFS3 offers 34 variations of 18 different meticulously detailed aircraft from the United States, Great Britain and Germany.

CFS3 offers so much it can't possibly all be covered here, but there are several features that illustrate the incredible capacity of this game.

First and foremost, a flight simulator should have good flight dynamics. CFS3 delivers amazingly realistic flight models of military aircraft. Its options allow player selections ranging from simple and easy to handle, to uncompromisingly real.

CFS3 also offers breathtakingly detailed environments in which to fly. Realistic weather, 3-D volumetric clouds, lavishly covered landscapes and remarkable special effects provide endless eye candy. Players can even watch spent shell casings fall from the planes as they pass over the buildings of completely detailed cities.

Dynamic operations round out CFS3 with missions that are never the same twice. Instead of giving only repeating static scenarios, CFS3 missions offer objectives with randomly generated variables such as enemy strength and troop placement. Every time a pilot takes to the skies, he finds something new.

The game's campaign mode allows players to choose what missions they fly, and the battlefield reacts to the mission

MARINES Top 5 Flight Simulators

1. Microsoft Flight Simulator 2004
2. Microsoft Combat Flight Simulator 3: Battle for Europe
3. Crimson Skies
4. Apache vs. Havoc Helicopter Combat Simulator
5. Jane's F-18 Simulator

choice. Missions are prioritized by their potential impact on the campaign, while the battlefield between London and Berlin shifts, based on which missions players choose and how successfully the missions are flown.

Whether you want to fly around Europe blowing up stuff, or embark in a campaign for the fate of the world, CFS3 delivers the best platform from which to launch. The only thing you'll need more than a high-performance computer to fly CFS3 are fearless nerves of steel. **M**

Minimum System Requirements: Windows 98, ME, 2000, XP; 128 MB RAM, 400 MHz processor; 16 MB 3-D video card; 900 MB hard drive space; sound card and speakers; joystick.

Answer to Boondoggle/MRE Soup on page 48:

The correct definition of 'STOM' is **R** - Ship-to-Objective Maneuver.

